Quavers Teaching Dilemma
User Guide

Welcome to Quavers Teaching Dilemma!

Prerequisites

To use this program there are some prerequisites which will be needed for the program to function. You will need to install a font called Lexend onto your operating system, this can be found [here](). As well as this, the program utilises external python libraries which we call pip modules, these cannot be installed if Python is not installed onto your system already. If you do not have Python, you can get it [here](). Once Python has been installed onto your system you can now install the pip modules necessary for this program to run.

How to install pip modules:

Windows: Navigate to the Command Prompt and type this command in: ` pip install <the name of the library (customtkinter for example)>`.

MacOS: Navigate to the Terminal (Applications > Utilities > Terminal) and run the following command: pip install <the name of the library (pillow for example)>`.

Linux:

If you are using a debian based system run this command in the Terminal:
`sudo apt update
sudo apt install <module name>`

If you are using a Red Hat based system run this command in the Terminal:

  `sudo pip3 install <module_name>`

Please install the following modules on your system:

- customtkinter
- pillow
- messagebox

Once this has all been done the program will be able to run correctly.

How to run the program

To start the program please open the file with the .py extension in IDLE or any code editor of your choice (Visual Studio Code). To locate IDLE in the search bar for your operating system type "IDLE" and it should be there, the same applies for any other code editor. Now, inside of IDLE or the code editor locate the open file option and from there in the Quavers Teaching Dilemma Folder locate this file shown in the image below. (Note: Version number is subject to change as development is made overtime.)
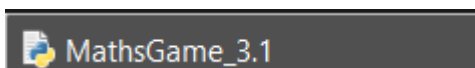

You should now be able to run the program, in IDLE you can do F5 to start the program much quicker, instead of going to Run > Run Module in the menu bar.

Getting to know the program

Once the program has been initiated you will be brought to the main screen which will have the logo, entries, and many buttons. To access this user guide, click on the "Help" button and you will be taken here.
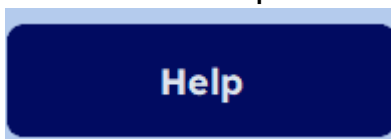
To access the Leaderboard, click on the 'Leaderboard' button as shown below. You will then be brought to the Leaderboard window.
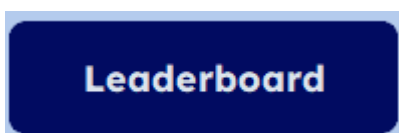
Next to start the actual quiz you will need to enter a username, select how many questions you want for your quiz from the drop down, and a difficulty mode. This can NEEDS to be done in this order. If certain criteria are not met and you click on the 'Start Quiz' button, the program will inform you with error popups on what needs to be fixed/filled out. Furthermore, this program also utilizes keyboard shortcuts so that certain events such as accessing the user guide can be accessed quicker. Here is a list of keyboard shortcuts used on the home window.

Windows:

- Ctrl + h: access user guide
- Ctrl + d: open the difficulty selection window
- Ctrl + q: terminate the home window
- Ctrl + l: open the leaderboard

MacOS:

- Command + h: access user guide
- Command + d: open the difficulty selection window
- Command + q: terminate the home window
- Command + l: open the leaderboard

In the quiz window

In the quiz window for questions that use powers please use the form 'ax^n'. When you are submitting an answer the answer cannot contain white spaces, or blanks. As well as this the input cannot be above 30 characters, the program will throw a warning if that happens. Furthermore, to make submitting your input easier you can press Enter on your keyboard to submit the answer. When you have finished the quiz a pop up will appear, from there after you dismiss the pop up you will be then taken to the Leaderboard window.

In the Leaderboard window

In the leaderboard window, you can view the difficulty played, player name, question amount, score and the time taken. Here in this window you have two options. You can delete an entry, this can be done by selecting an entry on the treeview and then from there click the 'Remove Entry' button. As well as this, if you want to return to the home window, you can do so by clicking the 'Return Home' button.